



USER MANUAL

Content

1. WELCOME TO THE WORLD OF “BATTLE MAGES: SIGN OF DARKNESS”!	3
1.1 Introduction	3
1.2 Races of Daenmor	3
1.3 A genre mix of RTS and RP	6
1.4 System requirement's	7
2. GAME INSTALLATION	7
3. MAIN MENU	8
3.1 Player	8
3.2 Settings	8
3.3 Single player	11
3.4 Multiplayer	12
4. MAIN INTERFACE	15
4.1 Interface elements	15
4.2 Interface windows	17
4.3 Controls	22
5. GAME OBJECTS	25
5.1 Units	25
5.2 Spell Book	32
5.3 Settlements	40
5.4 Lairs, cemeteries and crypts	42
5.5 Magic nodes	42
5.6 Resources	43
5.7 Monsters	44
5.8 Main characters	46
6. CREDITS	47

1. Welcome to the world of “Battle Mages: Sign of Darkness”!

1.1 INTRODUCTION

A thousand years passed after the great battle between the Lord of Chaos and the forces of the Order. Little by little, life returned to normal and a semblance of peace, however tentative, was established in the land. Human rulers became allies with the Elves and Dwarves. They divided Daenmor, their new home, into the Human Empire, Elven Woods and the Dwarf Dungeons. Only the Orcs, those eternal rebels, continued their raids. But the powerful Imperial army eventually brought them under control.

Humans discovered and harnessed the magic properties of the Crystal. Religion was soon replaced by magic. Human Mages created the Mage Guild that became the most potent organization in the new world. Guild towers were built all over Daenmor and the chosen few freely traveled between them. Thanks to the Mages, famine and disease were eradicated and a Golden Age of peace and welfare dawned. But, the powers of darkness, always at work in the world, would soon be unleashed to wreak havoc and rock Daenmor to its foundations.

Our story begins, as Pheren, a young Mage and graduate from the University of Magic, journeys north to serve the Empire. This neophyte is destined to become a catalyst for the events that will disturb the relative tranquility of Daenmor. Travel with Pheren as his great adventure unfolds. Discover the mysteries of the Enchanted Valley. Confront the treacherous plans of the Elves. Lead the vengeful Orcs into battle. Oppose the creatures of Chaos at every turn!

Enjoy four new campaigns about the dramatic events taking place in Daenmor. You will be transported to a fantasy of grand proportions filled with amazing characters, creatures and challenges. Battle Mages: Sign of Darkness is an enthralling journey to the world of the original game, before the Shadow of Warlock spread across the land.

1.2 RACES OF DAENMOR

Humans

Humans were Daenmor's original settlers. Their young, energetic civilization erected fortresses and established towns, developed culture and science, and waged constant wars when the Great Cataclysm broke out. This event changed human history for all time.

Curious humans, the first to recover from the shock, initiated contact with representatives of other races. Even though there were

plenty of conflicts and misunderstandings, trade routes were established, and cultural and scientific exchange began. Many scientific discoveries, that might have been made only hundreds of years later were it not for their cooperation, became widely available. This practically eliminated humans' natural desire to innovate and pursue scientific progress.

The most important change that occurred in the life of humans was the arrival of magic in Daenmor. When children endowed with supernatural abilities began to be born, they were first feared, but later revered. The first Mages helped found the Human Empire, and won honor and respect for themselves and magic for many long years.

Gradually magic replaced religion and became the basis of human society. The terrible art of war was not forgotten, although all armament remained at the level of the time of the Cataclysm.

Orcs

A race of eternal wanderers, Orcs are merciless to their enemies. Unfortunately, it is much easier to become an enemy of the Orcs than to make friends or even establish tolerable relations with them.

Constant wars made veritable killing machines of the Orcs. When they found their way to the green plains of Daenmor, many Orcs decided to settle down and begin a peaceful way of life. This new land, filled with hope, was so unlike the barren steppes of their native home where they battled nature and enemies every minute of their lives. But miscreants among them plotted to enslave this new world.

This gave rise to conflicts and schism among the Orcs. After many years of war, the proponents of peaceful coexistence with other races prevailed. But, to this day, unidentified clans make raids on the border towns of the empire. Humans must be prepared.

As a result of their settled way of life, a rudimentary form of artistry arose among the Orcs. They decorated their dwellings, built of rough-cut stone and roofed with thatch, with the bones and skulls of their enemies and wild animals.

Elves

These humanoid creatures came from a world of huge trees and endless forests. The very long life span of Elves, by human measure, is responsible for many aspects of Elf behavior. The possibility of spending centuries ruminating over a single problem engendered their arrogance toward the other, more hurried, races. Fear for their long lives transformed Elves into masters of clandestine war and

combat at a distance. Their fighting style is marked by precipitous attacks and equally rapid retreats. They refine everything they encounter to a perfection out of reach to the short-lived. The drawback to this, is an inability to discover or create anything new. During their long lives, Elves become very wise, astute, but indifferent creatures.

The magic of their native world was altered in Daenmor. But, thanks to their keen, refined thinking, Elves rapidly assimilated new magical abilities, concentrating on magic related to controlling the forces of nature.

They have an instinctive dread of lingering on the ground because of the horrible land-dwelling monsters that populated their native world. So, Elves have chosen to take up residence in tree houses built at the tops of specially cultivated trees.

Goblins

Goblins are physically weak creatures that live in underground in caves. For this reason, no one knows for sure whether they came to Daenmor after the Cataclysm, or if they simply took a convenient path to the surface that opened to them. They are rather cowardly, but very cunning, and they know how to take advantage of circumstances.

After the Dwarves went deep underground and completely vanished from Daenmor, the goblins inherited many of their devices and technologies. These little folk have become a force to be reckoned with, not by force of magic or arms, but merely by trading in ingenious devices and magnificent stoneware.

Dwarves

The most mysterious race of Daenmor. Legends about their origins vary. Only one is beyond doubt. They lived in Daenmor long before the Cataclysm.

Dwarf communities have a strict clan structure. The head of each clan is a member of the Great Council. Their secretive nation prefers to keep away from other races, hence their retreat to the dungeons.

Dwarves are a race of warriors. Few can compare with them on the battlefield, especially when the Dwarf priests are also present. The race is famous for their weapons and battle gear, but their greatest creation of all is the golem. These steel warriors, enchanted by the Dwarf priests, are a major threat to all other races of Daenmor.

The Undead

Images of zombies have frightened the young of all races for centuries. But no one expected these wicked creatures to show up in Daenmor, and in such numbers!

These subhuman creatures, motivated by hatred and the urge to destroy, instill terror in the hearts of the peasants. Because their ranks are increasing, it requires more and more military expenditures to keep them at bay. Horror Mages seem to be the only intelligent representatives of this dreaded lot. It is they who control the other undead and create new beings from fallen soldiers and peasants in the graveyards of Daenmor.

1.3 A GENRE MIX OF RTS AND RPG

The successful RTS/RPG genre mix of our game offers you two ways to enjoy the life of a Mage and commander in the fantasy world of Daenmor. You can make armies, control troops and command battles. In addition, you will have an RPG character Mage, who gains combat experience that you can use to acquire new skills and learn ever-more-powerful spells. An intriguing plot and challenging quests guarantee exciting game play. Your player-presence on the battlefield makes the world of Daenmor more real than ever.

1.4 SYSTEM REQUIREMENTS

1.4.1. Computer

The minimum configuration is a 1000 MHz Pentium III with 256MB RAM. The recommended configuration is a 1800 MHz Pentium IV with 512 MB RAM.

1.4.2 Operating system

One of the following Microsoft operating systems is required: Windows 98/2000/ME/XP.

1.4.3 Video

For normal operation, a video card with 32 MB graphic memory and 3D acceleration support is required. DirectX version 9 or higher is also required.

1.4.4 Audio

To enjoy the game music and sound effects your computer should be equipped with a sound card supported by DirectX 7.

1.4.5 Input devices

The game is controlled by your keyboard and mouse (three buttons are used). A joystick or other specialized devices are not required.

1.4.6 Disk space

The game occupies 1350 MB of hard disk space. Additional space may be required for saved files.

2 Game installation

Insert the game disk into your computer's CD-ROM drive. If AutoPlay is enabled, the installation will begin automatically. If not, double-click on the My Computer icon on your Windows desktop. Then double-click on your CD-ROM Drive icon. Double-click on the setup.exe file to begin the installation. Follow the instructions to complete the installation.

3. Main Menu



Player — create player profile.

Single Player — play the campaign or the single missions.

Multiplayer — play the game via LAN or online.

Settings — access the game settings window.

Video — play the game video.

Credits — view information about the developers and the publisher.

3.1 PLAYER



8

You can create a new profile or select one of the existing profiles in this window. To do so, press the **Create New Profile** button and enter a name, or press the **Select Profile** button and select one of the existing names.

3.2 SETTINGS



You can enter Settings window from the **Main Menu** or, by pressing **Esc** or Menu and selecting **Options** during the game.

Select **Game Settings** if you want to change game settings.

Select **Video Settings** if you want to change the screen resolution and the viewing distance, or disable some effects.

Select **Sound Settings** if you want to adjust the music and sound effects volume.

Select **Controls** if you want to redefine keys.

3.2.1 System settings



You can change the screen resolution, the viewing distance and disable some effects, such as shadows and water reflections, in this window.

To disable an effect, uncheck the appropriate box.

To adjust the viewing distance, move the slider with the left mouse button pressed.

3.2.2 Sound settings



You can adjust music and sound effects volume in this window. To do so, move the slider with the left mouse button pressed.

3.2.3 Controls



You can redefine keys in this window.

Click the column next to the action name and press a new key.

To return to default settings, press Default.

3.2.4 Game settings



You can change some game play parameters in this window.

Tick Pause in dialogs if you want the game to pause each time the interface windows pop up.

Tick Auto save if you want the game to save automatically in key locations.

3.3 SINGLE PLAYER



Select **Single Player** in the **Main Menu** to play “**Battle Mages: Sign of Darkness**”, solo.

3.3.1 Campaign



Select **Campaign** to play “Battle Mages: Sign of Darkness” campaign.”

Select **Single missions** to play single missions.

A list of available campaigns will open up in the next window.

11



As you progress through the game, this menu will display all the missions you have accomplished.

3.3.2 Loading a Saved Game



After selecting the **Player Profile**, select **Load Game** option in the next window.

You will see a list of saved games in the Load Game window. Each saved game is supplied with the mission name, the date and the time of the saving.



Select a mission from the list and press **Load** to continue.

12

3.4 MULTIPLAYER



Select **Multiplayer** in the **Main Menu** to play the game via LAN or via Internet.

In the window that comes up next select **Create Game** to create a LAN server, **Join Game** to play the game via LAN, or **Connect by IP**, to play online.

Select **Character Profile** if you want to select or change your character profile.

3.4.1 Modify character



Select the **Modify Character** option to create and change character profile in the multiplayer mode.

Pheren, the Energy Mage, knows all the first level spells of the Energy school and some Chaos spells.

Berilus, the Nature Mage knows all the first

level spells of the Nature school and some Energy spells.

Alissa, the Chaos Mage, knows all the first level Chaos spells and some Nature spells.

You can study any school of magic during the game, regardless of the profile you've chosen at the start.

After you've selected the profile, press **Select** to continue.

3.4.2 Create game



To create a new LAN game, select a multiplayer map from the list.

Wait until enough players join the game and press **Start**.



3.4.3 Join game

To join an existing LAN game, select a server name and press **Join**.

You will see a list of players and the name of your current map. You can select your tower here.

14



Wait till the player who created the server starts the game.



4. Main Interface

4.1 INTERFACE ELEMENTS

1. Main Menu

2. Information Panel:

* **Town** — view the list of towns visited

* **Quests** — view the list of quests

* **Log** — view the event log

3. The Current Level Map



4. Troop Control Panel:



— order the troops to **stop**.



— order the troops to **attack**.



— order the troops to **move and attack**.



— select the **Mage's battle spell**.



— open **troop inventory**.



— **merge** troops.

5. **Troop Selection Panel** — shows all troops under your control.

6. **Character Information Panel** — contains information about your character.



— open **Spell book**.



— open **Encyclopedia**.



— open **Player characteristics** window.



— your amount of **mana**.



— the number of **troops** under your control out of the maximum.



— your amount of **gold**.



— your **experience points**.

16

7. **Quick Spells Panel** — the icons of the spells you can use instantly during the battle.

4.2 Interface windows

4.2.1 PLAYER CHARACTERISTICS

To open the window click Player Characteristics icon or press C.

1. Player Characteristics:

Experience — the experience points you can use to improve your skills.

Magic Power — the skill that influences the amount of your quick spells and the damage dealt by your battle spells.

Knowledge — the skill that influences your amount of mana and the duration of your spells.

Combat Skill — the skill that influences the battle stats of your troops and the amount of experience they gain in combat.

Diplomacy — the skill that influences the amount of troops you can control and the benefits you get from trading.

To improve a skill, click on the button with its price.

2. Perk points

Each time you improve a skill, you get 2 perk points. You can use these to buy perks connected with that skill.

3. Perk list

Each skill has 4 corresponding perks with 4 levels each. To buy a perk simply click on its icon. You can buy perks in exchange for perk points only. Each time you buy a perk, its level number will appear on its icon.



4.2.2 Spell book



To open the **Spell book** window click on its icon or press B.

You will see:

1. The magic school switch board.
2. The spell tree of the selected school of magic.
3. The quick spell slots.

To learn a spell, select it and press **Learn**.

To read the Spell Description, **right-click** on its icon.

One spell from each row automatically becomes a quick spell. You can choose your own quick spells, by dragging their icons from the spell tree to the quick spell slots.

4.2.3 Troop inventory

To open the Troop Inventory window click on a troop or press I.

1. Troop Stats:

* **Experience** — the experience points accumulated in combat.

* **Leadership** — the amount of leadership points required to control the troop.

* **Health Points** — the amount of health points out of the maximum.

* **Armor** — the ability to absorb damage.

* **Magic Resistance** — the ability to resist a certain kind of magic.

* **Attack** — the chance to damage the enemy in close combat.

* **Damage** — the amount of health points taken from the enemy in one hit.

* **Precision** — the chance to damage the enemy in ranged attack.



2. **Objects in Use** — you can see the activated artifacts here. To activate an artifact place it in the corresponding slot: **weapon**, **armor**, **rings** and **amulets**, **banners**. To activate **potions** and **scrolls** place them on the character portrait in the bottom left corner.

3. **Collected Objects** — you can see the objects picked up by the troop here. They can either be activated to improve the troop stats or sold in a town.

4. Additional buttons:



— Disband a troop.



— Close window.

To read the description of the troop, right-click on its portrait.

4.2.4 Town

To open the **Town** window click on the **Gate icon**, that will appear at the top of the screen when you approach a town or press **T**. In the town you can visit **Town Hall**, **Barracks** and **Shop**, by clicking on their icons.



1. **Town Hall** is the place where you are given quests. To take up a quest click on its description.

2. **Barracks** is the place where you buy, upgrade and re-man your troops.



* Press **Upgrade** to take your troops to the next level. You can upgrade your troop only in a town that is of the same race as your troop, and only if your troop has reached the **Elite** rank.

* Press **Buy** if you want to complete your troop with warriors. You can complete your troop with warriors in a town of the same race only.

* In the upper right corner you can see the **available troops** and the troops that will become available when the town reaches the next level.



3. **Shop** is the place where you can trade with the town. Before you start the trade, make sure that your troop is inside the town and press I to open its Inventory. To buy or sell a resource or an artifact, drag it from the Shop to the troop Inventory or vice versa.

4.2.5 Quest list



To open the window click on the button **Quests** or press Q.

1. **Main Quests** — must be completed in order to progress through the campaign.

2. **Optional Quests** — additional tasks that will bring you experience and rewards.

3. **Quest Filter** — show all quests/only the incomplete ones.

To view a detailed description of the quest, point the cursor at its name.

An accomplished quest gets ticked off.

4.2.6 Encyclopedia



its element (the spell icon in the spell book, the warrior portrait or the artifact icon in the troop inventory).

The horizontal bookmarks help you switch between classes of objects. The vertical bookmarks help you switch between sub-classes.

4.2.7 Map



4.2.8 Log



To open the Encyclopedia, click on its icon in the bottom left corner or press N.

The Encyclopedia contains information about units, monsters, magic spells and artifacts.

You can get the information about an object during the game by right-clicking on

To open the window click on the Map button or press M.

1. Key locations, connected with the quests, are marked with a cross.
2. Player
3. Player's Troops
4. Enemy's Troops or Neutral Troops
5. Town

To open the window click on the Log button or press L.

All game events are listed here.

4.3 Controls

4.3.1 Selecting troops

To select a troop:

- **Left-click** on a troop.
- **Click and drag** the **left mouse button** to select a troop.
- **Left-click** on the troop icon in the troop selection panel.

To select all troops:

- **Click and drag** the **left mouse button** to select all units.
- Press **Ctrl+A**.

4.3.2 Ordering troops


1. **Move**: the troop moves to an indicated point, ignoring enemy troops. When attacked, the troop will engage in a battle.

Left-click on a troop to select it, then right-click on a destination point.

2. **Attack**: the troop attacks an indicated target.

Select a troop, then right-click on a destination point.

22

Or: Left-click  and point at the enemy troop.

3. **Stop**: the troop stops. When attacked, the troop engages in a battle.

Select the troop and press Z.

Or: Right-click



5. **Move and Attack**: the troop moves to an indicated point and attacks any enemy within range.

Select the troop and left-click  Then left-click on a destination point.

6. **Set Waypoints**: the troop passes the indicated points and fights the indicated enemies.

Select a troop, press Shift and right-click on the points the troop should pass and the enemies the troop should fight.

7. **Guard**: the armor of the troop increases, but the attack decreases. (The option is available if you have the Guard perk).

Select the troop and press



8. Berserk: the attack of the troop increases, but its armor decreases. (The option is available if you have the Berserk perk).

Select the troop and press



4.3.3 Troop control panel



You can select a spell for your Mage unit to cast during the battle. The higher the Mage's level, the greater the variety of spells:

- 1st level Mage has 1 spell in his arsenal.
- 2nd level Mage has 2 spells in his arsenal
- 3rd level Mage has 3 spells in his arsenal.

To select the spell for your Mage to cast during the battle, click on the spell icon.

You can give your warriors two additional orders:



Guard — the troop's armor increases, while its attack decreases. (The order is available if you have the Guard perk).



Go Berserk — the troop's attack increases, while its armor decreases. (The order is available if you have the Berserk perk).

23

4.3.4 Player

1. Press **P** to switch between the 1st person/3rd person views.

2. Use the following keys to move:

Up arrow or **W** to move forward.

Down arrow or **S** to move back.

Right arrow or **D** to move right.

Left arrow or **A** to move left.

3. Click the **middle mouse button** and drag (or **Ctrl-click** and drag) to change the viewing angle.

4. **Left-click** to select an object in the game world.

5. **Right-click** to confirm an action.

6. Use the mouse wheel to zoom in or out.

4.3.5 Hotkeys

F4, F5, F6, F7, F8, F9, F10	— cast a quick spell.
F11	— summon the Magic Spirit.
F12	— take a screenshot.
F1	— help.
F2	— quick save.
F3	— quick load.
+	— increase game speed.
*	— default game speed.
-	— decrease game speed.
Enter	— chat.
Alt	— hold it down and bring the cursor to an object to see its description.
Ctrl	— hold it down and drag to change viewing angle.
Space	— pause game.
Backspace	— switch off interface.
Tab	— scroll through your troops.
Shift	— set waypoints.
E	— recast the last spell.
J	— merge selected troops if they are the same type and the total number of units in the group does not exceed the maximum for that type.
I	— open Troop Inventory.
M	— open Map.
N	— open Encyclopedia
Q	— open Quest List.
C	— open Player Characteristics.
B	— open Spell Book.
T	— open Town Window if you are near a town.
L	— open Log.
Y	— open Town List.
X	— order troops to attack.
Z	— order troops to stop.
H	— order troops to guard.
V	— order units to move.
K	— order troops to move and attack.
W or Up arrow	— move forward.
A or Left arrow	— move left.
S or Down arrow	— move back.
D or Right arrow	— move right.
P	— switch between the 1st person/3rd person view.
Ctrl+A	— select all troops.
Ctrl+1, Ctrl+2 ..., Ctrl+9	— store a group of troops.
1, 2, ..., 9	— recall a group of troops.

5. Game Objects

5.1 UNITS

5.1.1 Humans

Militia



Tough countrymen, who take it upon themselves to defend their lands. Their main disadvantage is lack of battle experience.

Hunters



Peasants, who leave their homes to serve the Empire.

Swordsmen



Their light weapons, absence of armor, and low cost, make swordsmen the main power of the militia. Equipped with large shields, they are wellprotected from enemy arrows.

Freelancers



Inexperienced archers, yesterday's peasants, offer their services for moderate pay. They may be effective against the enemy in close combat.

Paladins



Warriors who dedicate their lives to fighting on the side of the Light become paladins. They are armed with silver weapons that inflict tremendous injuries on the undead.

Headhunters



Unusually acute vision and magnificent marksmanship allow these warriors to strike through the chinks in enemy armor.

Knights



Heavily armed knights in armor that glistens in the sunlight, are adornment for any parade, and terrible weapons on the battlefield. Rapidly cutting through enemy formations, they slaughter everyone in their path.

Magician



These magic school graduates have scarcely mastered the fundamentals of Red Magic, but passionately wish to fight the enemies of the Empire.

Peasants



Town and village population. Their chief occupations are mining and building.

Mage



These experienced Mages are capable of casting strong Red Magic spells and are excellent support in any military campaign.

Battle Mage



Battle Mages are graduates of the rigorous school of war and sow death and destruction on the battlefield. They have access to the most powerful Red Magic spells.

5.1.2 Orcs Fighters



Warrior Orcs are indomitable and fierce fighters. They are equipped with curved swords and round shields.

Shaman



With the help of their gods, an Orc shaman can raise the morale of the allied troops and slow the enemies down.

Berserker



Only the largest and toughest Orcs become berserkers. They scorn armor and enter a state of holy fury. They do not notice the wounds they receive.

Dark Shaman



A shaman that has advanced in the comprehension of ritual magic is traditionally called a dark shaman. His sorcery on the battlefield makes troops more violent and deadly.

Warlord



Orc Warlords worship the god of war and are fierce fighters of the highest degree. Of enormous stature, armed with poleaxes, they can overwhelm any enemy in a matter of seconds.

Blood Shaman



Few can take the long journey from mere mortal to becoming a blood shaman. Guided by the ancestors' spirits, a blood shaman casts powerful spells on the battlefield.

Raiders



Clad in light armor, raiders may inflict serious injury to a sluggish enemy.

Ogre Crusher



Huge, sluggish ogres possess unnatural striking strength and extraordinary abilities to regenerate. Their clubs can easily bring down anyone within reach.

Marauders



The mere sight of marauders horrifies the enemy. If the jaws of one of these battle hyenas close on the enemy's throat, he regrets not having fled the battlefield.

Peons



Town and village population. Their chief occupations are mining and building.

Bandits



Fierce fighters that sweep over the land like a hurricane, leaving ruins and dead bodies behind.

5.1.3 Elves

Warriors



Armor is not a deterrent for an Elf blade. Despite his slight stature, an Elf warrior is a fast-moving and dangerous adversary.

Enchantress



Possessing a magic talent that is impressive even for an Elf, an enchantress turns the forces of Nature to the assistance of the troops.

Master Warriors



They won't engage in battle unless they have a serious reason. But once in the fray, the enemy is doomed.

Master Enchantress



With the forces of Nature on her side, a master enchantress heals the warriors on the battlefield.

Archers



Elves surpass the other races in archery, in accuracy and in firing speed. They are almost helpless in close combat. But few warriors manage to reach a troop of archers alive.

Royal Guards



The elite of the Elf army, the Royal Guard, wields both close-combat and long-range weapons. They feel at home in swamps, in mountains, and especially in the heart of the forest.

Master Archers



If an enemy dies before it realizes where the arrows were coming from, master archers likely deserve the credit.

28

Forest Guards



Mighty trees that guard the forests from intruders.

Snipers



Elves who devote their lives to mastering archery are sent on the hardest and most dangerous missions.

Forest Spirits



Harmless little creatures, the forest spirits possess the unique ability to animate the oak trees.

Elementalist



Conservative Elves who are reluctant to study other than Green Magic. But, if they do, they master the foreign spells to perfection.

Cursed Forest Spirits



A terrible curse turned the harmless forest spirits into spiteful creatures.

5.1.4 Goblins

Pikegoblins



It is easy to turn a peasant into a soldier by giving him a pike and teaching him the fundamentals of battle. However, such a soldier is no good against a serious enemy.

Scouts



Watchful goblins are sent ahead of advancing troops to scout. Being good shots, scouts repeatedly cover the retreat of their troops.

Speargoblins



Some goblins continue to improve their mastery of the pike and upgrade to battle lances. Such a fighter presents a serious threat to cavalry and hyena riders.

Spies



Spies are masters of disguise. When they must fight, they prefer to do so from a distance. Their poison-tipped arrows always find their marks.

Halberdiers



The halberd directed by a skilled goblin leaves wounds that won't heal. Halberdiers are a major threat to the cavalry.

Stalkers



Stalkers know all the secret paths and have the reputation of skilful assassins.

Bomber



These brave goblins will sacrifice themselves to insure victory. When an enemy approaches, they will blow themselves up with their reserve ammunition and take many enemies with them to the next world.

Strategist



The mere presence of a goblin strategist, devoted to the study of military matters, greatly enhances the combat capability of troops entrusted to him.

Ballista



Improved by goblin mechanics, the ballista fires explosive charges. It is cumbersome, but vulnerable in close combat.

Peasants



Town and village population. Their chief occupations are mining and building.

Tankette



The pinnacle of goblin engineering! This mechanism is protected by thick armor and has a powerful cannon. The tankette is invulnerable to arrows and its huge wheels may crush infantry.

5.1.5 Undead

Smaller Skeletons



These dead peasants are raised from their graves by the Black magic. They present no serious threat to the living. A woman can easily stab a skeleton with a pitchfork.

Crawling Death



These nightmare spawn, created from the bones of a multitude of dead animals, are almost invulnerable to weapons.

30

Skeletons



An ordinary soldier of the undead army that is motivated by hatred towards all living beings.

Black Warriors



Famous Mages from the past can be raised from their graves by Dark Magic. These powerful undead warriors fiercely hate paladins and, in their fury, are capable of inflicting enormous damage on them.

Orc Skeletons



Fierce Orc warriors continue fighting after their death.

Acolytes



Servants who followed their masters along the roads of Darkness. They hope to become mighty necromancers one day.

Goblin Skeletons



The deceased goblins return to this world for revenge.

Horror Mages



A Mage who sacrificed himself to Darkness in exchange for eternal life. He possesses great magical power.

Zombies



Half-decomposed bodies reanimated by Black Magic. During an attack, these monstrous creatures poison their victims with ptomaine.

Lycanthropes



The guileful creatures use their enemies' blood to heal the wounds.

5.1.6 Dwarves

Warriors



Brave warriors of the Dwarf clans are armed with heavy axes. Their strength and stamina make up for their short height.

Priest



The magic of the Dwarf Priests does not resemble any other school. Their spells deal tremendous damage to the undead.

Steel Golem



Mysterious Dwarf magic and technology unite to make the golem the ultimate warriors.

5.2 SPELL BOOK

Red School

Fire Bolt



A Mage can concentrate ambient heat on his or her fingertips and send a fiery blast into the enemy.

Fire Shield



A warriors' skin can be sheathed in magma armor, which protects against the effect of fire and poison. Unfortunately, it does not protect against a lightning bolt.

Burn Eyes



A brilliant burst of magic flame will temporarily blind enemy warriors.

Haste



A Mage can charge warriors' bodies with Chaos energy, speeding up all processes that take place.

32

Damnation



Invoking the forces of Chaos, a Mage can curse enemy warriors, taking away their will to fight. A warrior without the desire to fight is easy prey for an enemy.

Chaos Touch



A Mage uses the Chaos Touch to reduce an enemy troop's "materiality". Because the troop is half in the world of Chaos, it cannot obtain more help from its Mages. It becomes more difficult for your warriors to attack such an enemy.

Fireball



A fireball, created and directed by the will of a Mage, will explode when it strikes the enemy, drenching him in a shower of sparks and heating the surrounding atmosphere.

Fire Shackles



Threads woven from light and flame shackle the hands of the enemies and immobilize them. In the thick of battle, warriors easily break them, but archers are especially incapacitated. Each shot becomes a test of their mastery.

Vampirism



Under the influence of this spell, warriors' teeth elongate and talons grow. Your warriors acquire the powers of a vampire. Each successful attack infuses them with life energy taken from the enemy.

Berserk



Warriors will go berserk! They feel no pain and attack with tremendous force and speed. When the frenzy ends there are bitter consequences and some soldiers may even die from their wounds.

Sacrifice



The life of one of your troops can be sacrificed to Chaos to heal other warriors and restore magical energy.

Burning Ground



An enchanted area becomes part of the fiery netherworld. The land begins burning and melting underfoot, incinerating everyone who walks on it.

Brain Incineration



Unbearable magic heat confounds the brains of enemies, immobilizing them and taking away their ability to think soundly.

Burning Demons



Fire demons of the netherworld arrive when a Mage summons them. These fast creatures can destroy any enemy equipment in a matter of seconds.

Fire Storm



In times of danger, a Mage summons a fire storm that spares neither friend nor foe. Arrows of flame fall from the sky, scorching everyone in its path and burning holes in armor.

Green School

Bark Skin



The skin of warriors thickens and takes on the color and properties of tree bark. Increases a troop's resistance to Blue and Green Magic.

Poisonous Thorns



A Mage's hands transform into branches covered with poisonous thorns. The thorns are launched at the enemy inflicting minor damage and poisonous wounds.

Earth to Mud



Land beneath the enemy's feet is transformed into mud that seriously impedes movement. Oddly, other troops walk unaffected over the same spot.

Cure Poison



A Mage summons a wind from the floodplains and high mountain lakes that cleanses the air, removing the poisons affecting the warriors.

Healing

34



Summoning the healing forces of nature, a Mage can heal the wounds of all living creatures in a unit.

Weakness



A strange illness will affect enemy warriors so their arms and legs feel as if they are filled with lead. It becomes hard to move or attack.

Deadly Spores



Deadly spores invoked by a Mage will severely wound the enemy, eating his flesh at the point of contact, and leaving a powerful poison in the wound.

Remedy



Troops become immune to forest illnesses. They fear no poison and recover independently.

Venom Blades



Your warriors' swords become venom blades, tarnished and dripping with poison. Any scratch inflicted by them becomes potentially fatal.

Infect



An enraged Mage can inflict an illness that poisons the bodies of his enemies.

Plague Touch



The plague touch spell contaminates the air around a selected enemy troop. Each warrior falls ill, and the virus destroys his body rapidly. If help is not given immediately, and warriors are not supported during the course of the illness, death is inevitable.

Fog of Decay



A fog of poisonous vapor from decaying swamps creeps over the land like a thick shroud, poisoning all warriors entering it.

The Gift of Nature



A Mage may invoke this spell to heal grave wounds and expel poison. A troop that has been touched by this healing power acquires extraordinary clarity of thought.

Sprites



This spell opens a portal to the world of spirits and summons sprites to your command. These creatures are exorcists and impervious to any magic.

Resurrection



Warriors fallen in battle receive a brief second life to fight under the banner of the Mage that revived them.

Blue School

Blessing



Blessed warriors sense the support of higher powers. They are eager to fight and more effective combating an enemy.

Luck



Much on the battlefield depends on luck. Warriors upon whom fortune smiles deliver critical blows much more often.

Energy Shield



An energy shield that stops the effects of lightning and heat will surround your warriors. But, the energy shield is almost powerless against poison.

Spark



A Mage can create a spark capable of deafening as well as wounding the enemy. In the hands of an experienced wizard, any material can become a weapon.

Restoration



Sends a troop back in time, when their equipment was intact and the dead had not decomposed. The power of this spell may also be used to prolong the stay of summoned creatures.

Mana Flux



Under the influence of this spell any scholar begins to feel like a great Mage. Indeed, magical fluxes become visible to him, and he begins to draw magic directly from the source.

Lightning



A burst of energy explodes into dozens of lightning bolts that damage and deafen the enemy.

Heroism



Troops animated by magic become one level more experienced while the spell is in effect. When the spell is over, the warriors become weak again and may even die from wounds suffered earlier.

Freezing Breath



The spell temporarily changes the nature of your warriors. Their breath becomes icy and they can freeze the enemy to slow his movement.

Lightning Orb



The place indicated by a Mage begins to attract energy. The air glows with excess energy and damages any troops in the spell's field.

Blood to Ice



Although the enemy warriors are still alive, their blood turns to ice and they cannot move a muscle, much less attack.

Dispel



A summoned creature's energy becomes unstable, and their lifetime is brief. This spell can shorten their stay in our world so much that many immediately disappear.

Phantom Warrior



This spell summons to your command a powerful phantom warrior that accelerates mana regeneration.

Hypnosis



Under hypnosis, you can enchant enemy warriors to follow your orders. They resist hypnosis, however, and follow your orders very slowly.

Flash Storm



Magic lightning strikes an enemy and jumps to those standing next to him. The more closely warriors are deployed, the greater the damage inflicted by the spell.

Black school

Black Healing



A dark energy flux heals dead warriors' wounds and makes them rise to the call of the Master.

Strong Bones



Fortifies undead warriors' bones and makes their rusty armor as good as new.

Rusty Touch



Paladins, with their superb armor, dread this spell! Rust spreads over the metal, making the armor fragile and unreliable.

Curse



If a warrior misses his target once, it's bad luck. When it happens repeatedly, the warrior is obviously cursed!

Doom Bolt



A bolt of dark energy pierces a living creature, wounding its very soul. No armor can save the victim from the destructive effect of this spell.

Laughing Skulls



Ominous laughing skulls haunt the minds of dark warriors. They fill the undead with energy and blood lust.

Restless Bones



Bony hands come out of the ground and grasp at warriors' feet, making it hard for them to move and fight.

Fear



Arousing fear in the enemy is half the victory. A scared warrior gives no heed to whatever is happening. He wants to desert the battlefield and fights like mad if cornered. The spell has no effect on undead troops.

Doom Spear



An invention of ancient necromancers. The Doom Spear originated from the Doom Bolt. It pierces a victim to the heart and destroys its armor.

Black Blood Stream



One of the most frequently used necromantic spells. The army of one who masters it becomes indefatigable.

Wave of Darkness



This spell is a curse for archers and Mages. A dark wave covers warriors, temporarily blinding them and making them easy targets.

Doom Cloud



The mysterious doom cloud covers the land and sucks the souls of those who happen to walk into it.

Destroy and Raise



A Mage can sacrifice some of his warriors in exchange for a few skeleton troops. The skeletons won't stay in this world for long. They'll turn to dust after they've fulfilled the orders of their Master.

Flesh Decay



It's one of the most cruel, and therefore favorite, spells of dark wizards. Enemies are poisoned with ptomaine, causing a painful death. Subsequently, enemies become zombies.

Night of Horror



Creatures of darkness revive during the Night of Horror. Their wounds heal, their armor gets strong, and their movements become swift. Any living creature that dies on the Night of Horror is doomed to turn into a zombie.

5.3 SETTLEMENTS

You will come across the following types of settlements during the game:

Town — you can get quests, trade, hire and upgrade your troops here.

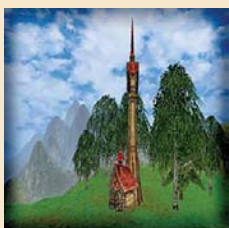
Village — you can trade, hire and upgrade troops here.

Tavern — you can get quests and trade here.

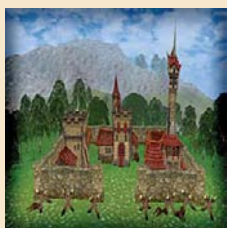
Shop — you can trade here.

Camp — you can hire troops here.

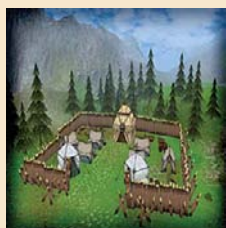
5.3.1 Human settlements



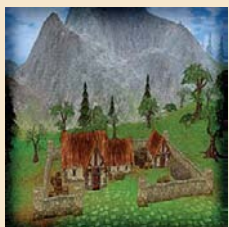
Tower



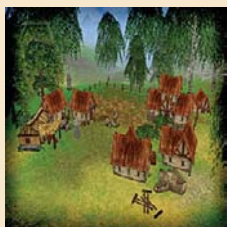
Fort



Camp



Tavern



Village

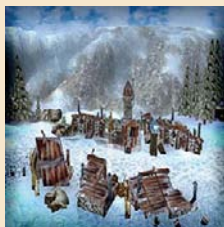


Town

5.3.2 Goblin settlements



Shop

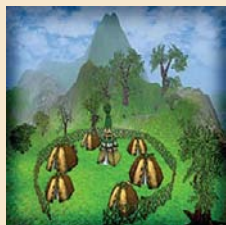


Village

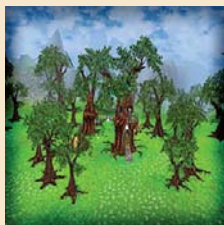


Town

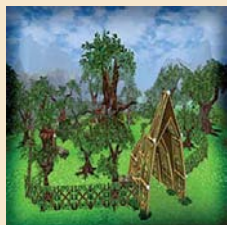
5.3.3 Elven settlements



Camp



Village



Town

5.3.4 Orcish settlements



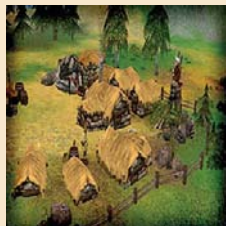
Tower



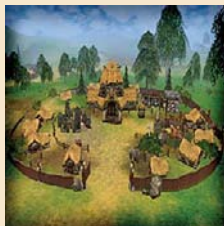
Camp



Tavern

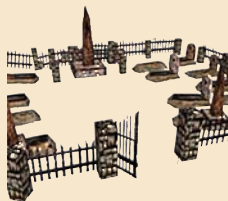


Village



Town

5.4 LAIRS, CEMETERIES AND CRYPTS



42

The vast lands of Daenmor are inhabited by all kinds of creatures, some of them friendly, some of them not so friendly. Most monsters prefer to hide in caves, lairs and occupy deserted crypts. You can come across brigand camps in forests and mountains, so watch your pockets. Be always on alert if you happen to pass a cemetery. The walking dead have been spotted there on a number of occasions.

5.5 MAGIC NODES

The magic nodes are scattered all over Daenmor. You can increase your mana regeneration and heal your warriors near the nodes. To be able to use the node's special powers, you'll have to destroy the monsters and spirits, guarding it.

Another way of increasing your mana regeneration without being directly at the spring is placing a magic spirit there. The magic spirit-summoning spell is available from the very beginning of the game.



Chaos Node

Guarded by
Lesser demons



Nature Node

Guarded by
Nature elementals



Energy Node

Guarded by
Phantom warriors

5.6 RESOURCES

Resources are crucial for the town growth. They are mined by peasants from the following sources:



Gold mine is the source of gold. In the multiplayer mode your warriors may collect gold chests near the mines.



Sawmill is the source of wood.



Mill is the source of food.



Quarry is the source of stone.

5.7 MONSTERS

The creatures that do not belong to any of the races. They inhabit lairs and prowl all over the land in predatory bands.

Brigands



Brigands are not a serious threat to an experienced Mage, but after meeting them it's worth checking your pockets.

Fire Demons



Small fire demons. Weak in isolation, they always attack in packs. They vomit fire that is capable of burning any machinery in a matter of seconds.

Cave Monsters



They abandon their caves, obeying only the Mage who summoned him. Their venom paralyzes and slowly kills their victims.

Drago Demon



An enormous semi-intelligent monster, recently arrived from other levels of existence. Such unusual creations rarely appear in the world of Daenmor. Any Mage would give ten years of his life to study it better.

Magma Demon



This half-intelligent monster hatched in the volcano crater. It's not as dangerous as the Drago Demon, but will easily sweep a small troop off their feet.

Magic Spirit



Serves to capture and hold magic springs. Placed there, it increases your mana regeneration.

Great Magic Spirit



Serves to capture and hold magic springs. Placed there, it increases your mana regeneration. Can be summoned on the battlefield.

Lesser Demon



Recent arrival from the lower levels of existence. Possesses a strong magical aura that absorbs spells of Red Magic. Protects Chaos Nodes.

Nature Elemental



The embodiment of the destructive forces of Nature. Thick bark absorbs spells of Green Magic, but is easily ignited. Protects Nature Nodes.

Phantom Warrior



A creature of pure energy. Weapons simply pass through it without inflicting any damage. Protects Energy Nodes.

Sprites



Enchanted creatures, invulnerable to magical attacks.

Vorogs



People of Daenmor have never seen these giant monsters before. It's a mystery why they left their dungeons and came out to the surface.

Bears



A threat to a lone traveler.

Boars



Small, but strong animals with sharp fangs.

Wolves



Wild wolves terrify the locals.

5.8 MAIN CHARACTERS

Pheren



One of the most promising graduates of the University of magic. He strikes the enemy with spells and sword alike. He will become the catalyst for the major events that will shake Daenmor.

Szi



A Chaos demon, summoned to this world against its will and confined inside a human body. The mighty creature is outraged and disgusted by the bright colors of Daenmor. All his actions serve one aim, to return back to Chaos.

46

Berilus



A hermit shaman, the last from the family of the Great Chiefs. He spent years away from his clan, studying herbs and meditating. His seclusion has to be interrupted, for there are greater deeds waiting for him ahead

Alissa



A female Mage is a rare sight in the Imperial army. Only outstanding women, such as Alissa, dedicate their lives to serving the Empire. From the first days on the border she proved herself a talented commander and a skilled Mage.

6. Credits

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Smirnov Oleg aka skiv

Belyaev Petr aka piton

Fionov Artem aka

Orac0ol

Filonenko Pavel aka

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Koryakin

Alexey "hal" Lobanov

Gulnara "glyra"

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Incubson, Petr

Andreevich, Artur

Yakubov, Anda, Vanya

K. and Alexey Shota —

for your support and

participation in game

creation.

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